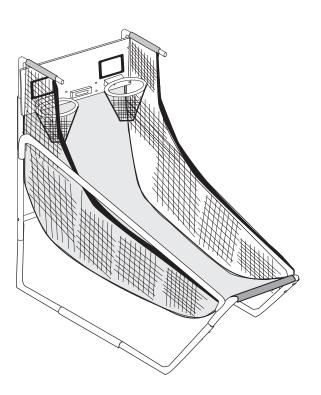
# **HUFFY**SPORTS

## Dual Electronic Basketball System Owners Manual

Customer Service Center
• N53 W24700 South Corporate Circle • Sussex, WI 53089 • U.S.A.





#### **▲WARNING!**

READ AND UNDERSTAND OPERATOR'S MANUAL BEFORE USING THIS UNIT.

FAILURE TO FOLLOW OPERATING INSTRUCTIONS COULD RESULT IN INJURY OR DAMAGE TO PROPERTY.

#### **Tools Supplied:**

1 Allen Wrench
1 Phillips Screwdriver
1 Wrench 7/16
1 Wrench5/16

Tools Needed: 4 "D" Cell Batteries

Toll-Free Customer Service Number for U.S: 1-800-558-5234,

For Canada: 1-800-284-8339,

For Europe: 00 800 555 85234 (Sweden: 009 555 85234),

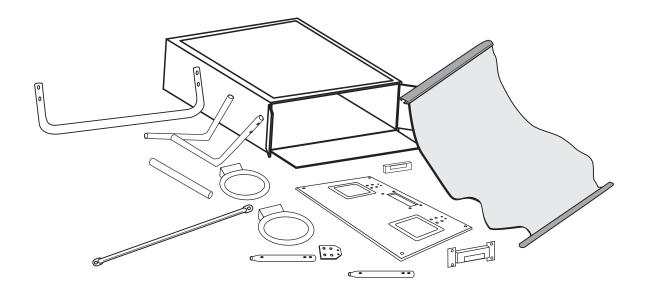
For Australia: 1-800-333 061

Internet Address: http://www.huffysports.com

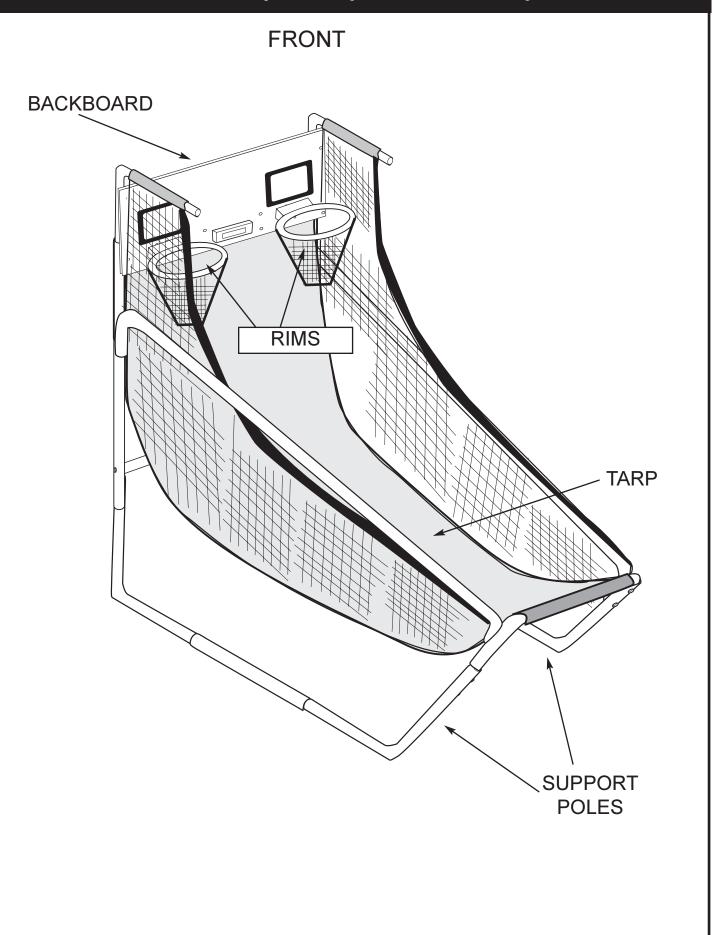


We appreciate your purchasing one of our many fine products. We are sure that you will be very satisfied with your selection. Although great care and effort have been taken, occasionally problems may occur. To ensure prompt and correct handling of any problems, or to answer any questions, please contact our Toll-Free Customer Service Number listed on front page. Service will be quicker if you have your Model Number (found on carton) and assembly instructions ready when calling.

## IMPORTANT! Remove all contents from boxes.



#### Get to know the basic parts of your basketball system.....

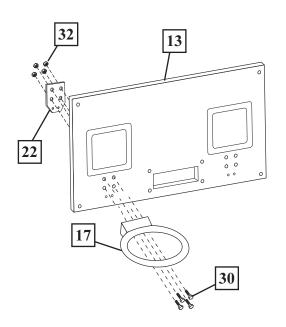


#### PARTS LIST - (See Hardware Identifier)

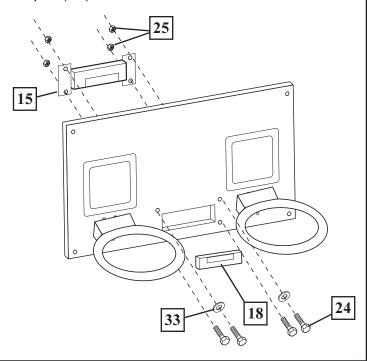
Item	Qty	P/N	Description
1	2	200745	Net Hanger Tubes
2	2	200746	Board Mounting Vertical Support Tube
3	2	200747	Vertical Support Tube
4	1	200748	Horizontal Cross Tube
5	1	200749	Horizontal Cross Brace
6	2	200750	90 degree corner Back Leg Support Tube
7	2	200752	Floor Mounting Support Tube, Short
8	2	200753	Angle Corner, Front Leg Support Tube
9	1	200754	Horizontal Front-Ramp Support Tube
10	2	200755	Front Ramp Support Tube
11	2	200756	Ramp Support Tube, Long
12	2	200757	Back Ramp Support Tube
13	1		Wood Backboard
14	1		Ball Ramp With Side Netting
15	1	200760	Electronic Score Keeper
16	2	200761	Switch And Paddle Assm
17	2	200762	12" Tubular Rims
18	1	200763	Red Plastic Display Lens
19	2	200764	Nylon Net
20	4		7" Rubber Ball
21	1	200766	AC Adapter
22	2	200767	Metal Back Plate
23	6	200768	Plastic Tube Caps
24	8	200770	#10 x 1 Phillips Head Bolt
25	8	200771	#10 Hex Nut
26	16	200772	Black Plastic Net Clips
27	8	200773	1/4 x 3 1/2 Socket Head Screws
28	6	200774	1/4 x 2 1/2 Socket Head Screws
29	8	200775	1/4 x 3/8 Socket Head Screws
30	8	200776	½ x 1.0 Socket Head Screws
31	32	200777	1/4" Flat Washer
32	20	200778	1/4" Flange Nut
33	10	200779	Washer, M5
34	1	200780	Allen Wrench
35	12	201936	Caps Screw
36	1	200972	Phillips Screwdriver
37	1	203358	Air Pump and Needle

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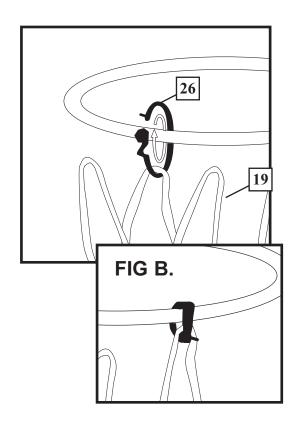
Attach rims (17) to backboard (13) with bolts (30), back plates (22), and nuts (32) as shown.
Repeat for opposite side.



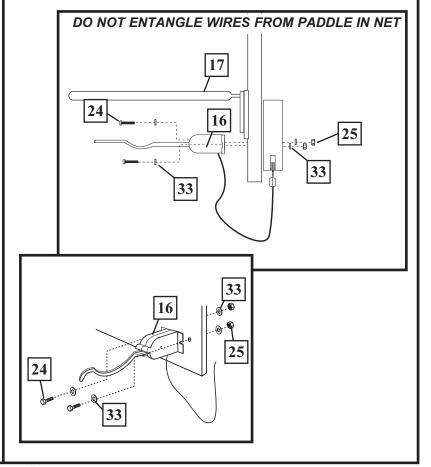
Attach score keeper (15) to backboard with bolts (24), washers (33) and nuts (25). Attach lens (18) to front of score keeper (15) as shown.

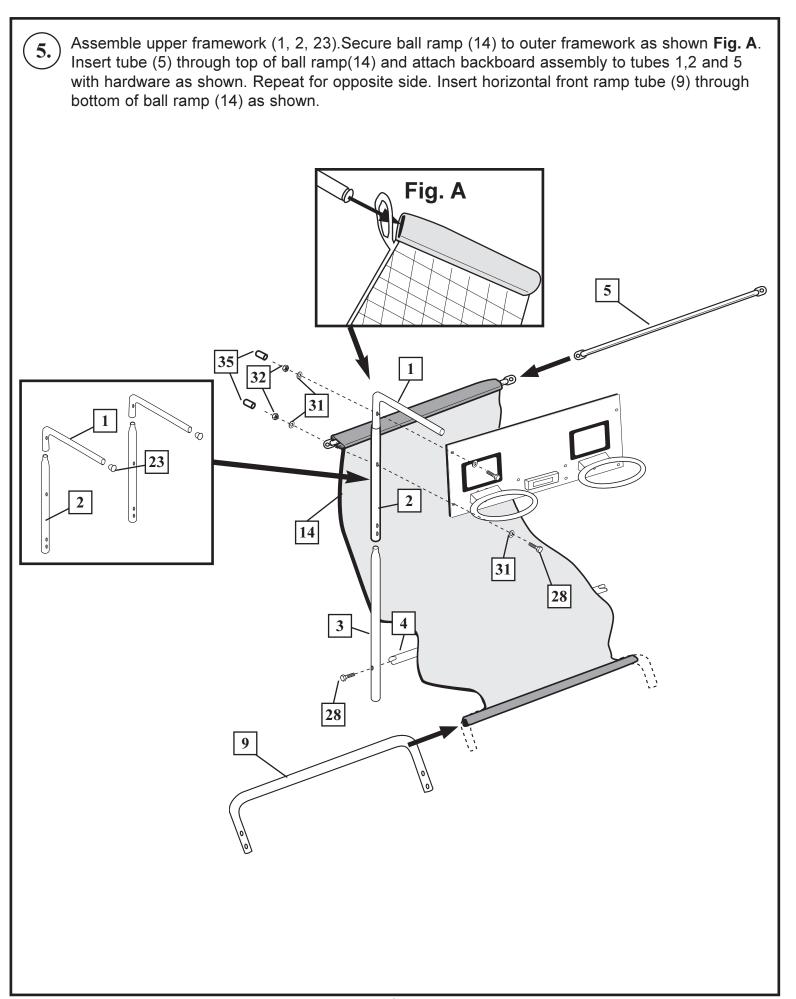


3. Attach nets (19) with net clips (26) as shown. NET SHOULD REST IN SLOT ON CLIP AS SHOWN FIG. B.

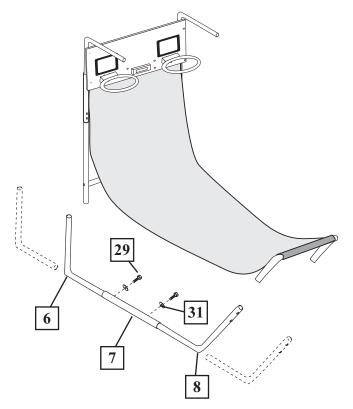


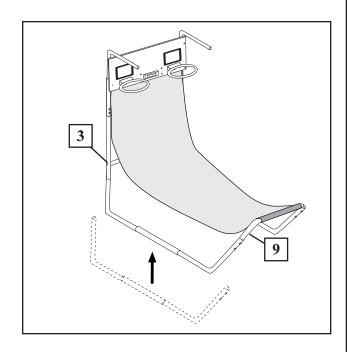
4. Attach scoring paddles (16) onto backboard below rims (17) with bolts (24) washers (33) and nuts (25). Plug wires from paddles into scoring unit as shown.



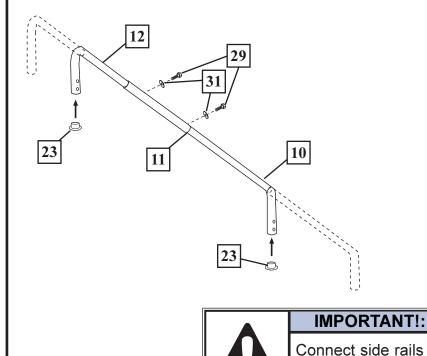




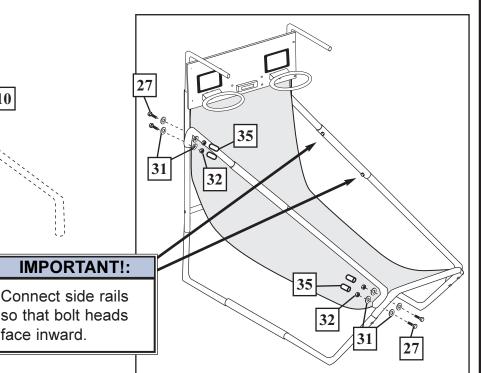




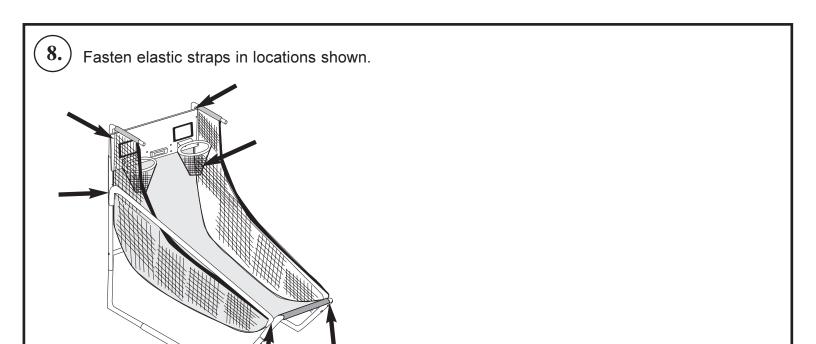
7. Assemble side rails (10, 11, 12) using bolt (29) and washer (31). Install tube caps (23) as shown.



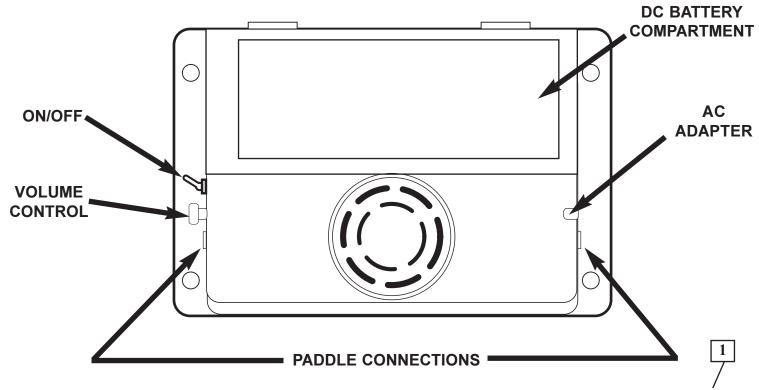
Attach side rails using bolt (27) washer (31), nut (32) and screw caps (35) as shown. Repeat for opposite side.



face inward.



## 9.) Operation. BACK VIEW OF SCORING UNIT



AC POWER: REMOVE AC ADAPTER FROM BOX. INSERT AC PLUG INTO SLOT ON SCORING UNIT. INSERT AC ADAPTER INTO 110 VOLT WALL OUTLET. TURN SCORING UNIT "ON".

#### DISCONNECT AC POWER WHEN USING DC BATTERY POWER

DC BATTERY POWER: REMOVE BATTERY COVER FROM SCORING UNIT. INSERT 4 "D" CELL BATTERIES INTO COMPARTMENT. REPLACE BATTERY COVER. TURN SCORING UNIT "ON".

#### **Electronic Game Scoring**

- 1. As a player steps up and sinks a basket, a musical tune will play to signal the start of a game. After the tune stops and a beep is heard a 00 display will show.
- 2. The score keeper will reset the display to 30 seconds and begin counting baskets.
- **3.** A beep is made for every basket made, a different pitch beep for each player.
- **4.** Two (2) points per basket made for first 20 seconds of game play.
- **5.** After 20 seconds, a musical tone will play, signaling the start of 3 points per basket.
- **6.** As time displays 00, a buzzer will sound. The score is retained in memory for each player.
- **7.** If 30 points or more is scored a "CHARGE" tune will play, earning a 15 second bonus round for each player with each basket made scoring 3 points
- **8.** If 60 points or more is scored, an additional 10 seconds is awarded for each player. Each basket made scores 3 points
- **9.** As the game is finished a 6 second delay will clear both scores and reset.
- **10.** The highest score made is displayed and retained in memory. The high score resets to 00 if game is not played after 30 minutes.
- **11.** If an AC power adapter is used, the high score will be retained in memory unless power is disconnected.

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